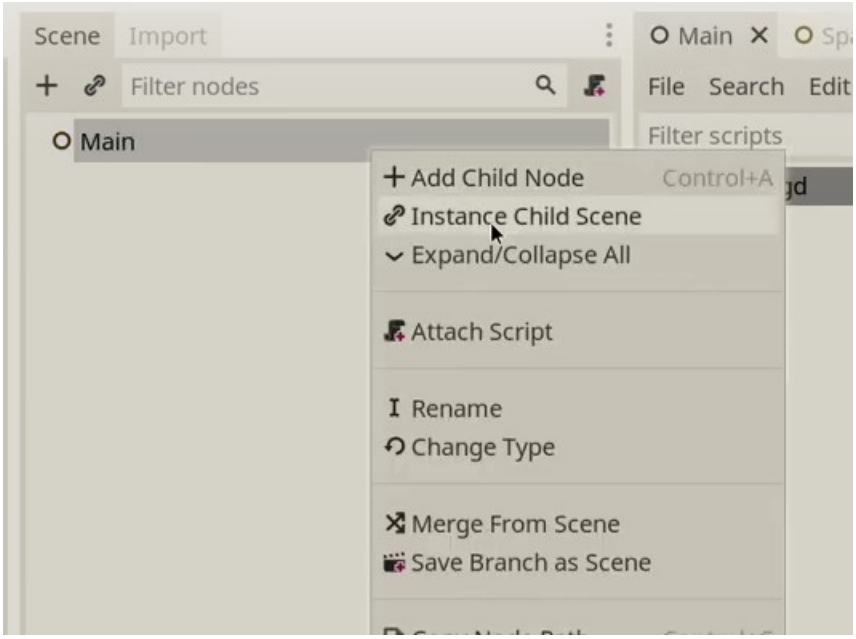
PACKED SCENE's - BULLETS - SMOKE

Sho it seems you need a Node2d as a scene. In this Node2d scene a Node2d acting as a spawner. It has a script variable that is a packed scene. (See below: the bullet.gd file from the bullet.scrn)

```
4
5    smokeScene : PackedScene
6    bulletImpact : PackedScene
7
```

The spawner is a scene that has been created as a external scene. It is made of a Simple Node2d.

This spawner is added as a instance child scene inside the main scene.

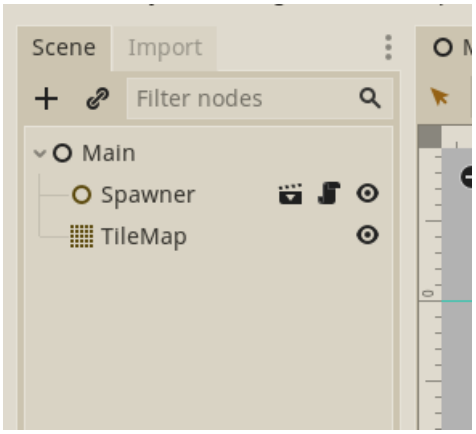


This here is the Main.tscn

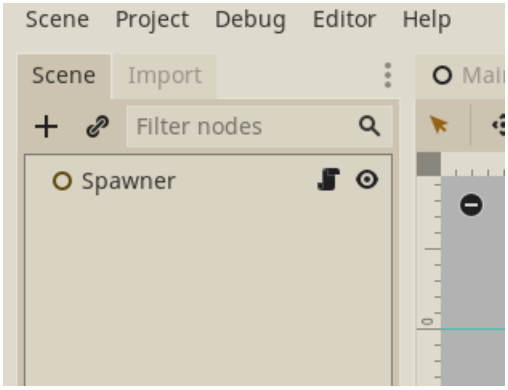
Main is a Node2D

Spawner is a instanced script scene.

Tilemap is a tilemap



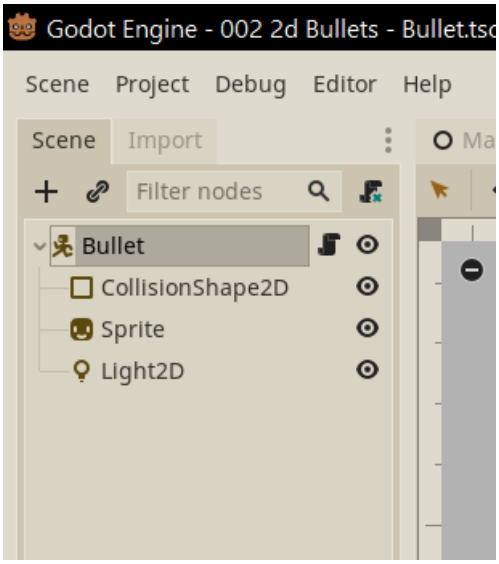
This here is the Spawner.tscn Spawner the node is a regular node2d



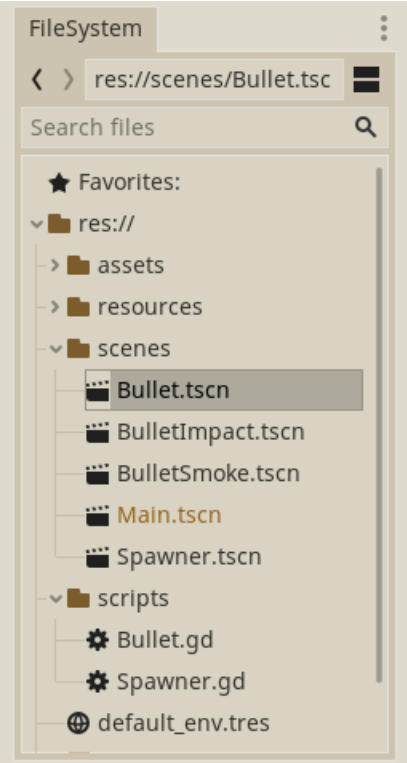
This here is the Bullet.tscn

Bullet the top node is is a Kinematic2d.

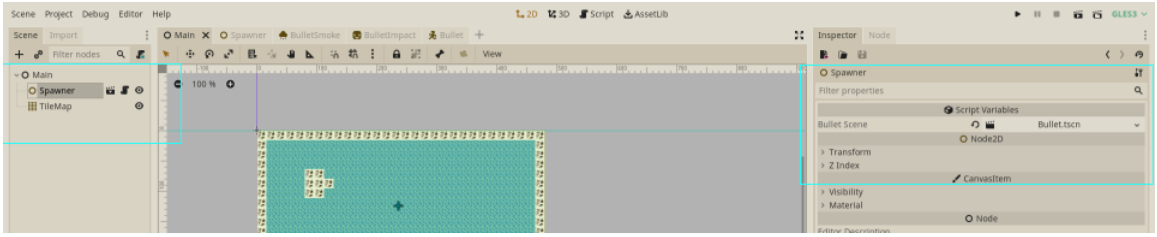
The others are what the names state they are.



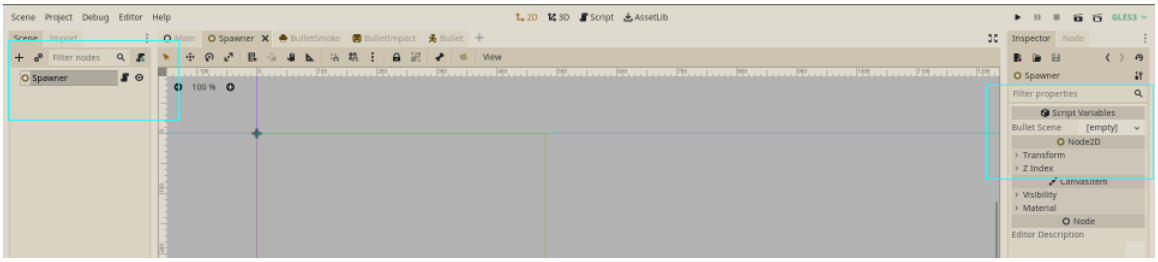
This here below is the folder of the project showing the scenes and the scripts.



This is the main.tscn. Note the spawner is a scene and has the packed scene to the right. The script inserted there is the bullet.tscn



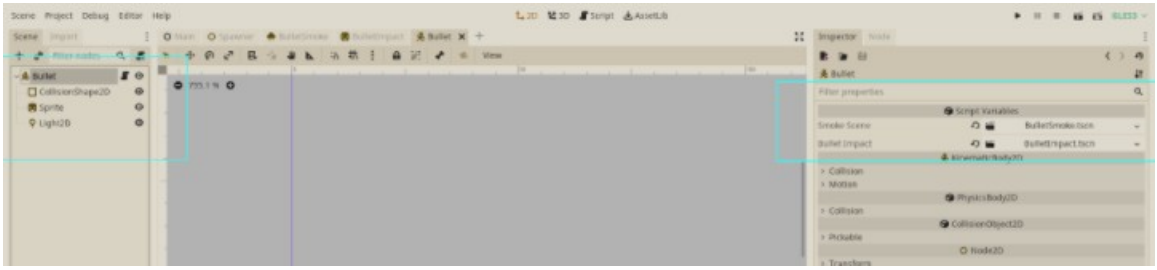
Inside the spawner.tscn itself. The packed scene has NO script inserted here.



This here below is the spawner.gd

```
1  extends Node2D
2
3  export var bulletScene : PackedScene
4
5  func _ready():
6      pass # Replace with function body.
7
8  func _unhandled_input(event):
9      if (event.is_action_pressed("fire")):
10         var bullet = bulletScene.instance() as Node2D
11         get_parent().add_child(bullet)
12         bullet.global_position = self.global_position
13         bullet.direction = (get_global_mouse_position() - global_position).normalized()
14         bullet.rotation = bullet.direction.angle()
15
```

This is the bullet.tscn. There are packscenes inside it.



This here below is the bullet.gd

```
1  extends KinematicBody2D
2
3  const speed = 400
4
5  export var smokeScene : PackedScene
6  export var bulletImpact : PackedScene
7
8  var direction = Vector2.ZERO
9
10 func _ready():
11     pass
12
13 func _process(delta):
14     var collisionResult = move_and_collide(direction * speed * delta)
15     if collisionResult != null:
16         var smoke = smokeScene.instance() as Particles2D
17         get_parent().add_child(smoke)
18         smoke.global_position = collisionResult.position
19         smoke.rotation = collisionResult.normal.angle()
20
21         var impact = bulletImpact.instance() as Node2D
22         get_parent().add_child(impact)
23         impact.global_position = collisionResult.position
24         impact.rotation = collisionResult.normal.angle()
25         queue_free()
26
```